using System;//引入命名空间

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace C\_Sharp//命名空间定义

{

class Rectangle//类 Rectangle定义

{

private double length, width;//矩形长和宽

public Rectangle(double x,double y)

{//构造函数，初始化矩形的长和宽

length = x;

width = y;

}

public double Area()

{//计算并返回矩形面积

return length \* width;

}

public double Perimeter()

{//计算并返回矩形周长

return 2 \* (length + width);

}

}

class Program//类Program定义

{

static void Main(string[] args)//Main方法

{

double length, width;

Console.Write("请输入矩形的长：");

length = Convert.ToDouble(Console.ReadLine());

Console.Write("请输入矩形的宽：");

width = Convert.ToDouble(Console.ReadLine());

Rectangle a = new Rectangle(length, width);//创建矩形类对象 a

Console.WriteLine($"Area:{a.Area()}");

Console.WriteLine($"Perimeter:{a.Perimeter()}");

}

}

}